UPLOADVR Updated on 8/4/15	Display Resolution	Display Type	Display Size	Refresh Rate	Field of View	Lens Type	Positional Tracking	Room Scale VR	Front Facing Camera(s)	Head Tracking	Built in Audio	Microphone	Input	Cords/Connections	IPD Adjustment?	Content Ecosystem	Weight	Release Date	Price
FOVE	2560 x 1440; single panel (potential two panel), 1280 x 1440 per eye	WQHD	5.8"	90Hz*	100°+*	Aespheric	Lighthouse, Optical - Laser Based; 360°	Yes	No	Low latency 6/9 DOF IMU	3.5mm	Built in	Eye Tracking - 120fps, <0.2 degree accuracy*, Standard Controller, Lighthouse Controllers	HEADSET: 1 x Display Port, 1x USB 3.0 BASE STATIONS: 1x 50ft Sync Cable, 2x AC Power Adapters.	Yes, via eye tracking		14.1oz*	May, 2016	\$3
GameFace	2560 x 1440; single panel, 1280 x 1440 per eye*	OLED*		75Hz*	140°*		Lighthouse, Optical - Laser Based; 360°*	Yes*	Yes*	Gyroscope, Accelerometer, Magnetometer	3.5mm Headphone Jack	Built in	No single standard input	External battery pack, HDMI, MicoUSB 3.0 Micro SD, Bluetooth, 802.11ac WiFi	Yes	Yes, SteamVR			
Gear VR (Note 4)	2560 x 1440; single panel, 1280 x 1440 per eye	Quad HD Super AMOLED	5.7"	60Hz	96°		None	No	Yes	3 DOF, Rotational	3.5mm Headphone Jack	Built in	Standard Gamepad	Bluetooth, WiFi, Micro USB 3.0, Micro SD	No (Yes, "focal adjustment")	Yes, Gear VR store		December 8, 2014	\$199.99 (plus cost of phone
Gear VR (S6)	2560 x 1440; single panel, 1280 x 1440 per eye	Super AMOLED	5.1"	60Hz	<96°		None	No	Yes	3 DOF, Rotational	3.5mm Headphone Jack	Built in	Standard Gamepad	Bluetooth, WiFi, Micro USB 3.0, Micro SD	No (Yes, "focal adjustment")	Yes, Gear VR store		May 8, 2014	\$199.99 (plus cost of phone
HTC Vive	2160 x 1200; across two screens, 1080 x 1200 per eye			- 90Hz	110°	Fresnel	Lighthouse, Optical - Laser Based; 360°	Yes	Yes	Gyrosensor, Accelerometer	3.5mm Headphone Jack		Standard Gamepad (Steam Controller), Han- Tracked (Wireless Vive Wands)	HEADSET: 1x Interface Box (IB), 1x HDMI (IB to PC), 1x USB 3.0 (IB to PC), 1x AC Power Adapter (Outlet to IB), 1x 3in1 USB- Power-HDMI (headset to IB), 1x 3in1 USB- 3 STATIONS: 1x 50ft Syn0 Cable, 2x AC Power Adapters. INPUT: 2x Wireless transmitting dongles	Yes, lens slider	Yes, SteamVR	Headset - 1lb 6oz**; Controllers (with batteries) - 6.1oz**	November, 2015	
Oculus Rift, CV1	2160 x 1200; across two screens, 1080 x 1200 per eye			- 90Hz		- Hybrid	Camera Based, 360°	Yes, with additonal camera	No	Gyroscope, acclerometer, magnetometer	Built in headphones (removable)	Built in	Standard Gamepad (Xbox One controller - bundled), Hand Tracked (Oculus Touch)	1x HDMI (From PC to HMD), 1x USB 3.0 (Power to display), 1x USB 3.0 (Positional Tracking Camera)	Yes, lens slider	Yes, Oculus Home/Oculus Share		Q1, 2016	
Oculus Rift, DK1	1280 x 800; single panel, 640 x 800 per eye	LCD	7"	60Hz	110°	Aspheric Acrylie	None	No	No	Gyroscope, acclerometer, magnetometer	None	No	No single standard input	1 x Interface Box (HDMI, DVI, USB, Power), 1 x HDMI, 1 x DVI, 1 x AC Power Cord	Software based	Yes, Oculus Share	13.4oz	March 29, 2013	\$3
Oculus Rift, DK2	1920 x 1080; single panel, 960 x 1080 per eye	OLED	5.7"	75Hz	100°	Aspheric	Near Infrared CMOS Sensor	No	No	Gyroscope, acclerometer, magnetometer	None	No	No single standard input	1x HDMI (From PC to HMD), 1x USB 3.0 (Power to display), 1x USB 3.0 (Positional Tracking Camera)	Software based	Yes, Oculus Share	15.5oz	July 24, 2014	\$3
OSVR Hacker Development Kit v1.2	1920 x 1080; single panel, 960 x 1080 per eye	OLED	5.5"	60Hz	100° (150° with Wearality lens upgrade)	Aspheric (Regular), Fresnel (Wearality)	IR-LED Faceplate with External Camera, approx 210°	No	No	Accelerometer, Gyroscope and Compass	No	No	No single standard input		Yes, lens slider	Yes, SteamVR		July, 2015	\$299.
Sony Morpheus	1920 x RGB x 1080; single panel 960 x 1080 per eye	OLED	5.7"	120Hz	100°		Camera Based, 360°	No	No	Gyrosensor, Accelerometer	3.5mm Headphone Jack		Standard Controller (PS Controller), Hand Tracked (PS Move)	1 x HDMI, 1 x Interface Box, 1 x Power Cord	Yes	Yes, The Playstation Store		Q1, 2016	
StarVR	5120 x 1440; dual panel, 2560 x 1440 per eye	LCD	2 x 5.5"	_	210°	Fresnel	Camera Based, Fiduciary Markers, 360°		No	IMU	3.5mm Headphone Jack		No single standard input demo uses guns with fiduciary marker tracking		Software based				
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